Behavior Patterns Before and After infection with a File-Infector virus

Pre Infection   Operating System Functions Called

Create New Window
Load resources

Wait for user input

Load Document
Wait for User input
Check file size
Write to Document
Close File

0000 1000 1000 0110 1001 0001 0101 0011 0010 1101 0101 0100 0101 1101 0101 1111

Post Infection   Operating System Functions Called

Modify INT21 address
INT21 points at CS

Search for first EXE
Move to End-of-file
Check size of file
if: Larger than 10K
    Write to File
Search for next EXE

User Input

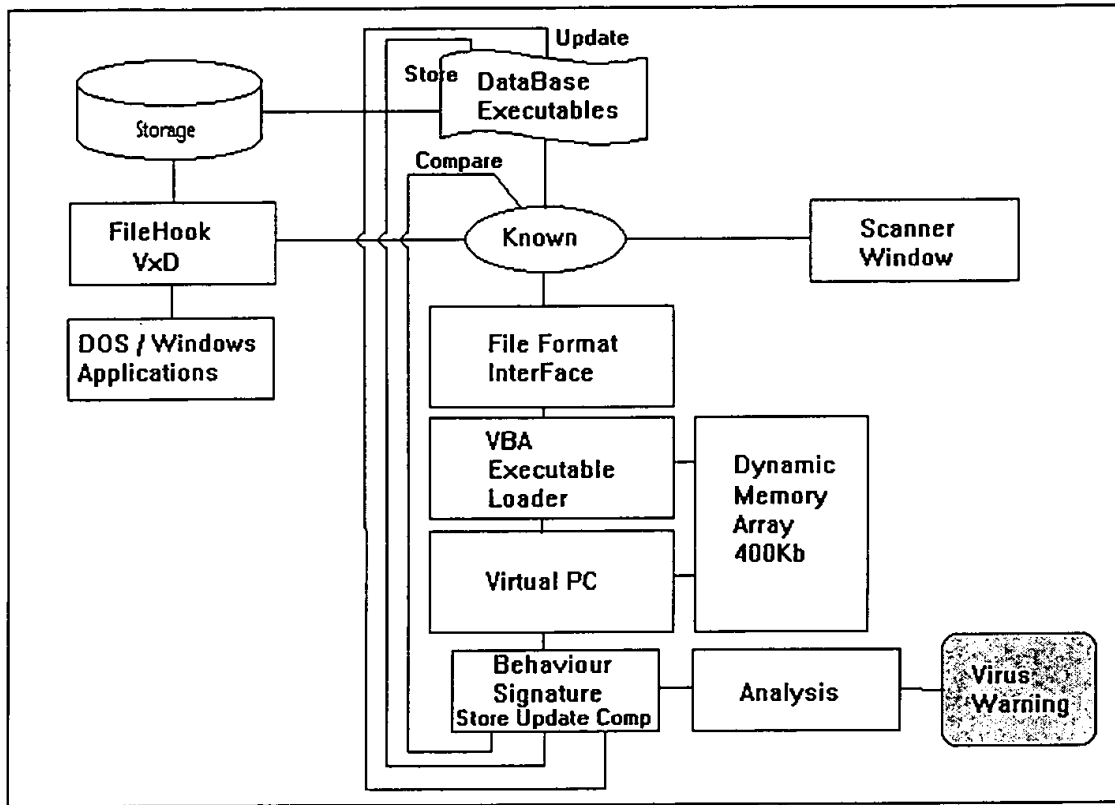0010 1100 1010 1110 1001 0101 0101 0011 0010 1101 0101 0101 0101 1101 0100 1011

FIG. 1

FIG. 2

FAT	3	4	8	9	10	11	12

| Header and FAT |
| Directory |
| Stream #1 |
| Directory |
| Stream #3 |
| Stream #2 |
| Stream #3 |

| 8 | 9 | -1 | 10 | 11 | 12 | -1 |

·1 indicates end of stream

FIG. 3
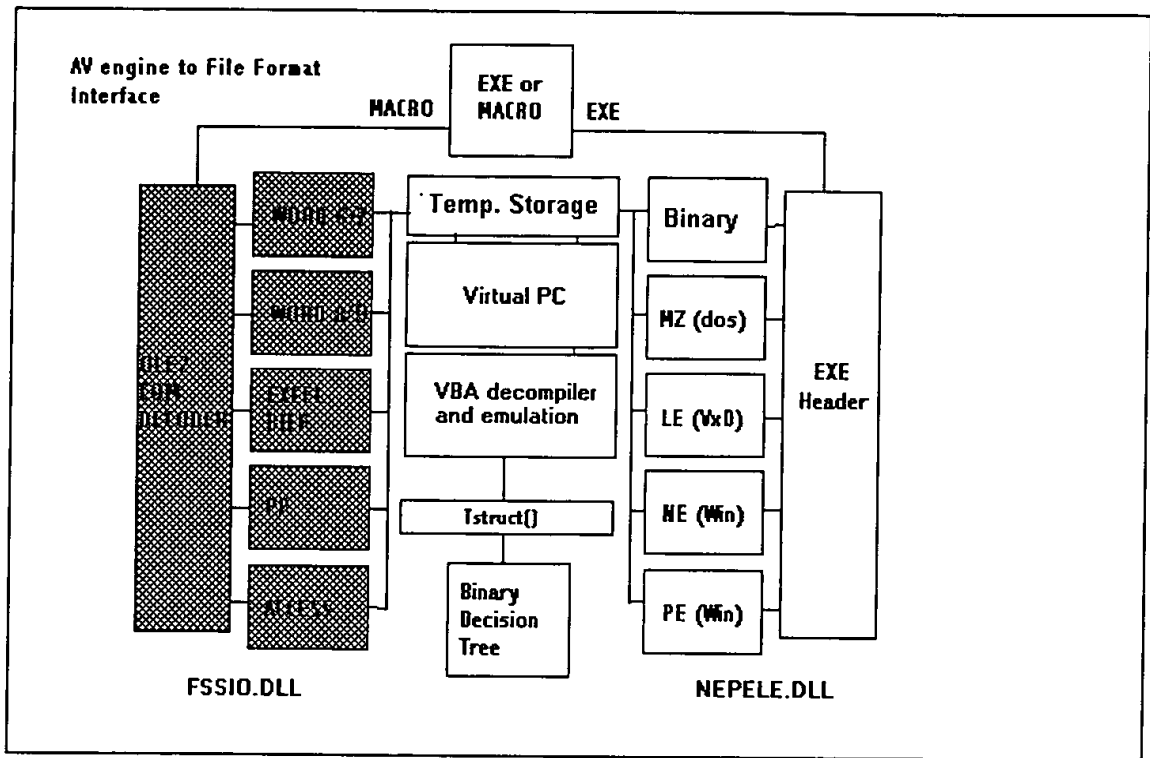
FIG.4

V80X86
MEMORY MAPS FOR BINARY COM AND EXE FILES

COM		EXE
Vectors		**Vectors**
BIOS data		**BIOS data**
Environment String table		**Environment String table**
DOS Data	ES-1 10 bytes	**DOS Data**
M C B	CS offset 0 DS DS	**M C B**
PSP		**PSP**
Executable Program Image COM	IP:100 CS = DS+10h Offset 0 After Loading CS:IP is moved: At entry point	**Executable Program Image EXE**
256kB		**256kB**
DISPLAY ADAPTER **128kB**		**DISPLAY ADAPTER** **128kB**
Int. Services		**Int. Services**

FIG. 5

EntryPoint, CS:IP			Interrupt Vectors

Operating System Functions

Program Loader

Interrupt Services Simulation

12 byte Prefetch

Instruction Decoder

Virtual 32 bit CPU v80x86

Modified Interrupt vector caller

Data Fetch

Behavior Flags

8/16/32 bit registers

Address Remapper

Interrupt Vectors

DOS RAM

Program Memory

256Kb Program Data Seg. Extra Seg. Stack Seg.

VGA 128K

Int. Services

Behavior Pattern

FIG. 6